SECRET
Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Executive Registry
67-1357/A

7 APR 1967

General Earle G. Wheeler
Chairman, Joint Chiefs of Staff
Washington, D. C. 20301

Dear Bus:

Thank you for the invitation to participate in BETA I and II-67. The subject is most timely, and I am sorry that I shall be unable to participate because of previous commitments. The Central Intelligence Agency will be represented on the senior team by Vice Admiral Rufus L. Taylor, the Deputy Director of Central Intelligence, and Mr. Sherman Kent, the Director of National Estimates. Mr. R. J. Smith, the Deputy Director for Intelligence, will act as the alternate for Vice Admiral Taylor, and Mr. Abbot Smith, the Deputy Director of National Estimates, for Mr. Kent.

We are selecting well-qualified officers for participation as action-level players on the US, USSR, and Control teams. Their names will be furnished to the game staff during the early part of April.

Working relationships are well established between the Joint War Games Agency (JWGA) and CIA. Our library and graphics facilities have been made available to your officers for research purposes. On 23 March a team of JWGA project officers gave us an initial briefing on the game concept and organization. Other briefings and meetings are anticipated as the development of the game progresses.

The current national interest in the subject should produce some lively discussions and contribute to the success of the game.

Sincerely,

/s/ Richard Helms

Richard Helms
Director

ILLEGIB

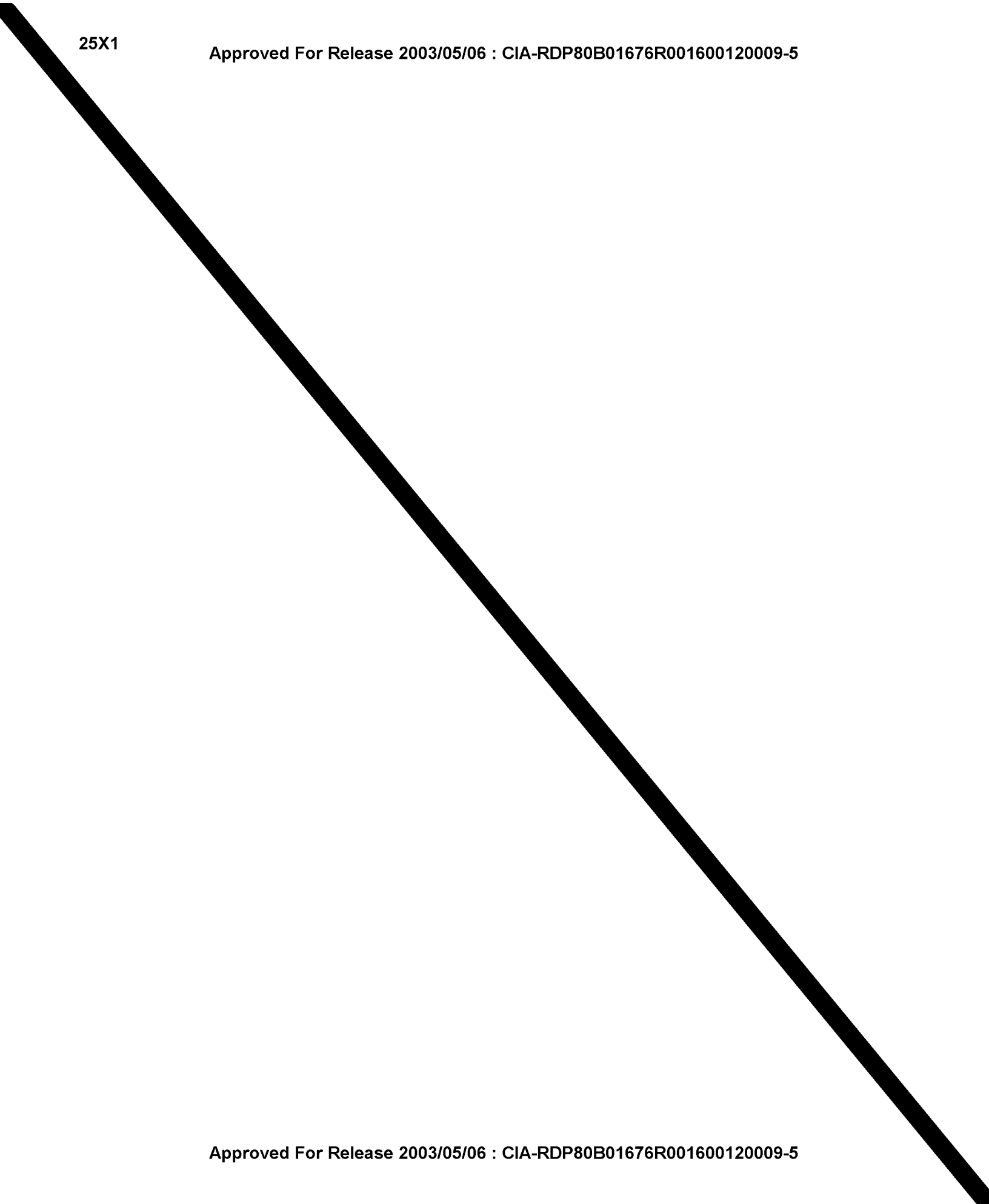
C-1.10

JCS review(s) completed.

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5
SECRET
GROUP 1
Excluded from automatic downgrading and declassification

25X1

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5



Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

25X1

DDP/ [redacted] (4 April 67)

Distribution:
Orig. & 1 - Addressee
2 - DCI
2 - MPS/PSG

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Executive Registry
67-1351/1

4 APR 1967

DD/P 7-1367

MEMORANDUM FOR: Executive Director-Comptroller

VIA: Deputy Director for Plans

SUBJECT: Politico-Military Games - BETA I and II-67

REFERENCE: Memorandum for the DCI from Chairman, JCS, 15 March 1967

1. This memorandum recommends action on the part of DCI as noted in paragraph 5.

2. By referent memorandum General Wheeler (CJCS) invited the DCI to participate in politico-military games (BETA I and II-67) to be conducted during the period 20 April to 16 May 1967. The games are to focus on the problems associated with deployment of anti-ballistic missile systems.

3. JCS Joint War Games Agency (JWGA) officers have briefed several CIA officers on exercise concepts and organization for play. In keeping with past practices CIA's library and graphics facilities have been made available to the JWGA officers for research.

4. We understand that the DCI will be unable to participate and has named the DDCI and Mr. Sherman Kent to represent the Agency on the senior player team. Action and control players are to be named at a later date.

5. It is recommended that the DCI sign the attached letter to General Wheeler.

[redacted]

Chief, Missions and Programs Staff

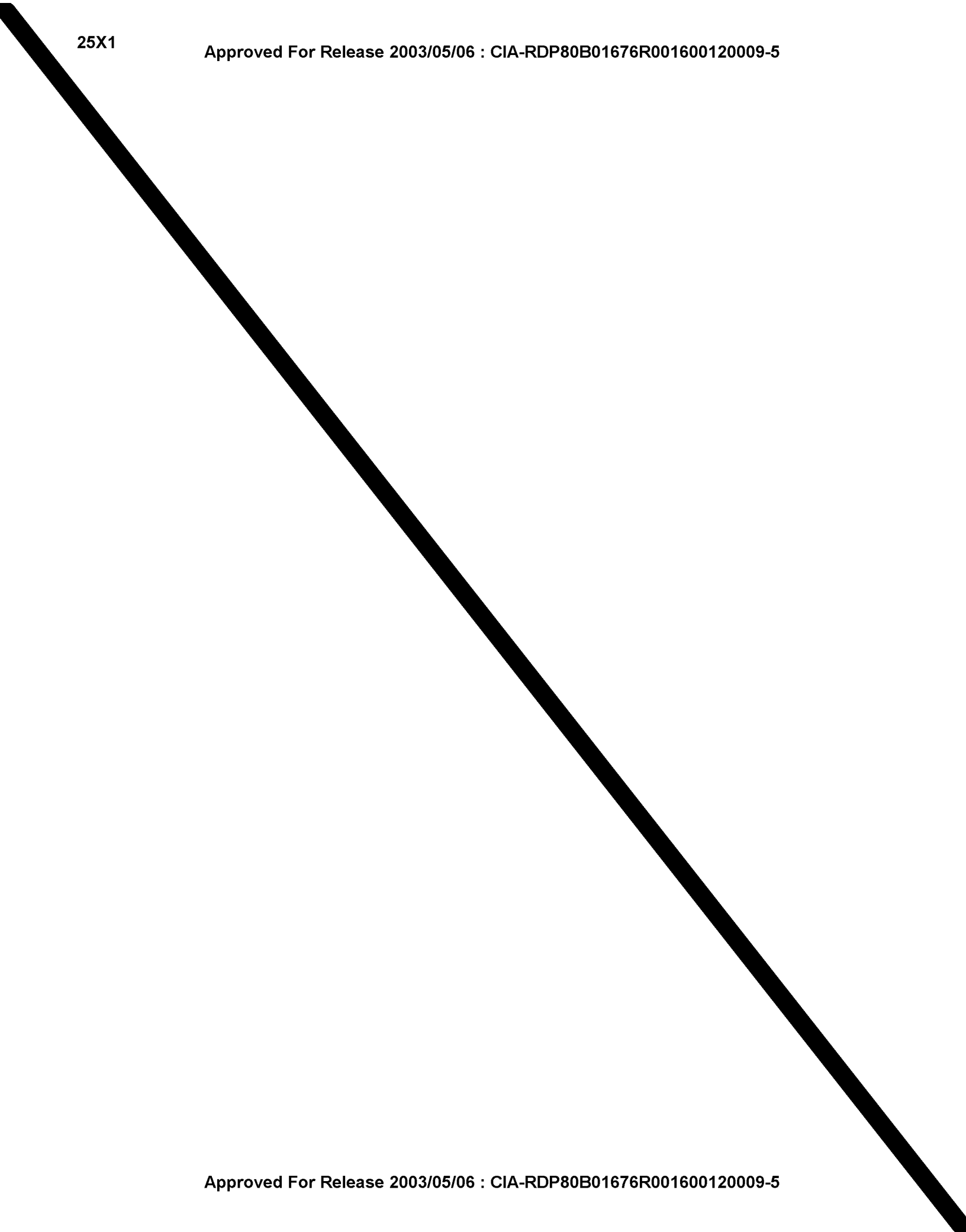
Attachment

25X1

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

25X1

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5



Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Executive Registry
67-1386
MPS-7-015

SECRET

21 MAR 1967

MEMORANDUM FOR: Executive Director-Comptroller

VIA: Deputy Director for Plans

SUBJECT: Politico-Military Games - BETA I and II-67 (20 April - 16 May 1967)

1. This memorandum is for your information.

2. Subject games, to be conducted concurrently by the Joint War Games Agency, JCS (JWGA), are two senior-level games which will explore the implications of strategic weapons deployments by the United States and the Soviet Union with emphasis on anti-ballistic missile systems. The attached memoranda discuss the "Concept" and "Game Requirements".

3. As a participating agency, CIA will assist the JWGA in the preparatory phase by arranging disucssions with Agency officers and providing specified graphic and biographic data on foreign areas and personalities.

4. Content of the games suggests that the CIA group of players should include officers from DDP, DDI, and DDS&T. MPS/PSG will brief appropriate representatives of the respective Directorates and request the nomination of two senior and five action-level players.

5. MPS/PSG will coordinate all aspects of CIA participation in BETA I and II-67 and will provide continuing liaison with the JWGA. You will be kept advised of important developments.

25X1

Chief, Missions and Programs Staff

Attachment

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

SECRET - NOFORN

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

BETA I and II-67*

CONCEPT

15 March 1967

BETA I-67

1st MOVE: In BETA I the initial scenario will assume that the United States and Soviet Union have achieved an acceptable treaty which results in the elimination of the present Soviet ABM complexes and deters the United States from either deploying ABM's or drastically upgrading its offensive capabilities, i.e., POSEIDON. In this game the initial scenario might carry time forward five years to a situation in which the Red Chinese and United States became embroiled in another Asian confrontation (Korea, Taiwan, Thailand, Burma or India) and the United States is faced with massive Red Chinese ground commitments backed up by a limited ICBM capability.

In this situation neither the US nor USSR would possess a capability for intercepting Chinese nuclear weapons and there would have to be total reliance on deterrence.

In researching this scenario, material will be solicited regarding possible Soviet moves to circumvent and/or to violate the treaty in order to highlight these kinds of pitfalls.

BETA II-67

1st MOVE: In BETA II the initial scenario will depict a world in which efforts to achieve an understanding with the Soviet Union had failed and both the US and USSR had launched ABM programs. These might be light or heavy programs depending on the opinions collected in interviews and probably should include shelter programs. The crisis in this scenario would be roughly parallel to that in BETA I except here, of course, the US and Soviets would both have a capability of stopping a limited Chinese nuclear attack.

In researching this scenario every effort will be made to obtain inputs relating to possible failure of US/Soviet negotiations in order to illuminate possible difficulties in this area.

*BETA I and II will be senior-level games conducted simultaneously with a single Control Group preparing scenario projections for the two games. An action-level and a senior-level critique will be conducted approximately one week after the third team move.

GROUP-3
Downgraded at 12 year intervals;
Not automatically declassified.

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

SECRET - NOFORN

ATTACHMENT #4

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

It will probably take the first two moves in both games to fully develop the situation, leaving the third move to raise the level of escalation to a point where the US and Soviet Union are directly involved. Somewhere in the game it will be desirable to bring out the probable views of the British, French and Japanese and to underline the tremendous importance of public reactions regardless of the probable efficacy of ABM systems.

It might be useful in BETA I to develop a situation in which the national interests of both the US and Soviet Union were adversely affected for lack of an ABM system. It would be equally useful if the destabilizing effect of ABM systems on both sides could be carried through to an extreme but still plausible point, i. e., both Washington and Moscow are heavily ringed and sheltered but offensive capabilities on both sides practically guarantee mutual destruction. This scenario should depict the associated social and economic costs.

BETA II might also be used to make Joseph Alsop's point regarding the sheer futility of Nth power nuclear programs in light of US/SU ABM deployments.

In early discussions of the BETA concept, consideration was given to committing the entire first move of both games to treaty negotiations. This, in effect, would give the Red Team an opportunity to consider and respond to a Blue offer and for the Blue Team to consider a Red counter-proposal. Discussions in the Department of State (G/PM) indicate that this would be too much material to encompass in this game. It was suggested that the initial scenario simply describe the post-treaty situation in one game and a non-treaty situation in the other.

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

SECRET - NOFORN
Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

THE JOINT CHIEFS OF STAFF
WASHINGTON, D.C. 20301
JOINT WAR GAMES AGENCY
COLD WAR DIVISION

10 March 1967

MEMORANDUM FOR AGENCY OFFICIAL COORDINATING BETA I AND II-67

Subject: Game Requirements (U)

1. (S-NF) General. BETA I and II-67, two concurrent, senior-level, interagency, politico-military games, will be conducted in the Pentagon during the period 20 April to 16 May 1967. These games will explore implications of strategic weapons deployments by the United States and Soviet Union, with emphasis on anti-ballistic missile systems. This memorandum contains essential administrative information.

2. (S-NF) Team Structure. BETA I and II-67 game participants will be divided into four playing teams and a single control element. Each game will include a United States (Blue) and Soviet (Red) team which will be divided into senior and action-level components. Control will represent third nations, treaty organizations, fate, nature and other influencing factors.

3. (U) Player Nominations. Addressees are requested to nominate participants and confirm their TOP SECRET security clearances to the Cold War Division, Joint War Games Agency, by telephone prior to 10 April with written confirmation to reach this agency prior to 14 April 1967 (contact Lt Colonel Barber, USA, OXford 5-7683 or 7-9860). An allocation of spaces for action and senior-level teams and the control element is outlined in Attachments #1 and #2. Action-level players should be nominated from the rank of Lt Colonel/Commander to Major General/Rear Admiral (or civilian equivalents) who are highly knowledgeable on the subject indicated. Rank is secondary to expert knowledge.

GDS DOD
Downgraded at 12 year intervals
Not automatically declassified

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5
SECRET - NOFORN

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

4. (U) Schedule. Teams will meet according to the following schedule in locations indicated:

a. Action-level players.

(1) 1000 hours for Red Team members and 1400 hours for Blue Team members on 20 April, Room BC-942A, the Pentagon, for pre-game briefings.

(2) 0930-1730 hours on 25 April, 2 and 9 May, Room BC-942A, the Pentagon, for team deliberations.

(3) 1030-1200 and 1400-1530 hours on 16 May, Room 5C-1042, the Pentagon, for action and senior-level critiques.

b. Senior-level players.

(1) 1400-1530 hours on 25 April, 2 and 9 May, Room BC-942A, the Pentagon, for team deliberations. Guides will be available at the Pentagon River Entrance.

(2) 1400-1530 hours on 16 May, Room 5C-1042, the Pentagon for senior-level critique. Guides will be available at the Pentagon River Entrance.

c. Control players.

(1) 1000 hours on 24 April, Room BC-942A, the Pentagon, for pre-game briefing.

(2) 0930-1600 hours on 27 April, 4 and 11 May, Room BC 942A, the Pentagon, for control meetings.

(3) 1030-1200 and 1400-1530 hours on 16 May, Room 5C-1042, the Pentagon, for action and senior-level critiques.

5. (U) Pre-Game Research and Documentation.

a. Suggestions of operating officials in planning research, conducting interviews, and assuring that significant parts of the problem are explored are actively sought by the Joint War Games Agency. BETA project officers will contact your organization during the next few weeks to collect comments and suggestions along the following lines:

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

(1) Suggestions for reading -- studies, intelligence documents, reports, plans (both official and unofficial), books, magazines, and other pertinent source material.

(2) Suggestions on persons to be interviewed.

(3) Ideas for introduction into the initial scenario or for control use during the game, to enhance the interest level and overall value of the exercise.

b. A Fact Book, containing administrative details and background material relating to the games, will be distributed to each player a few days before the pre-game briefing.

6. (U) Security.

a. The titles of the games BETA I and II-67 are unclassified when mentioned without reference to the subject which is classified SECRET NOFORN.

b. Game deliberations will be conducted at the TOP SECRET level.

7. (U) Contacts.

a. The game project officer, Lt Colonel Lyle E. Mann, USAF, OXford 5-3705, should be contacted on matters of game substance.

b. Player nominations and related questions should be directed to Lt Colonel Ransom E. Barber, USA, OXford 5-7683.

THOMAS J. McDONALD
Colonel, USA
Chief, Cold War Division

4 Attachments
1. BETA I & II-67 Senior Policy Teams (Tentative)
2. BETA I & II-67 Action-level Teams (Tentative)
3. Tentative Game Structure
4. Game Sched. Calendar

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

BETA I AND II-67
SENIOR POLICY TEAMS

AGENCY	RED 1	BLUE 1	RED 2	BLUE 2	TOTALS
WHITE HOUSE	1	1	1		3
STATE	1	1	1	1	4
TREASURY		1			1
CIA	1			1	2
ACDA		1		1	2
USIA			1		1
DEFENSE	1			1	2
OSD/ISA			1		1
OSD/SA				1	1
DDR&E	1				1
JCS	1(CJCS) 1(SAAC)	1(J-5)	1(J-3)	1(CJCS -SSG)	5
ARMY		1			1
NAVY			1		1
AIR FORCE	1				1
MARINE CORPS				1	1
DIA		1			1
NSA			1		1
COMMANDS		1	1	1	3
TOTALS	8	8	8	8	32

Attachment #1

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

BETA I AND II-67
ACTION-LEVEL TEAMS

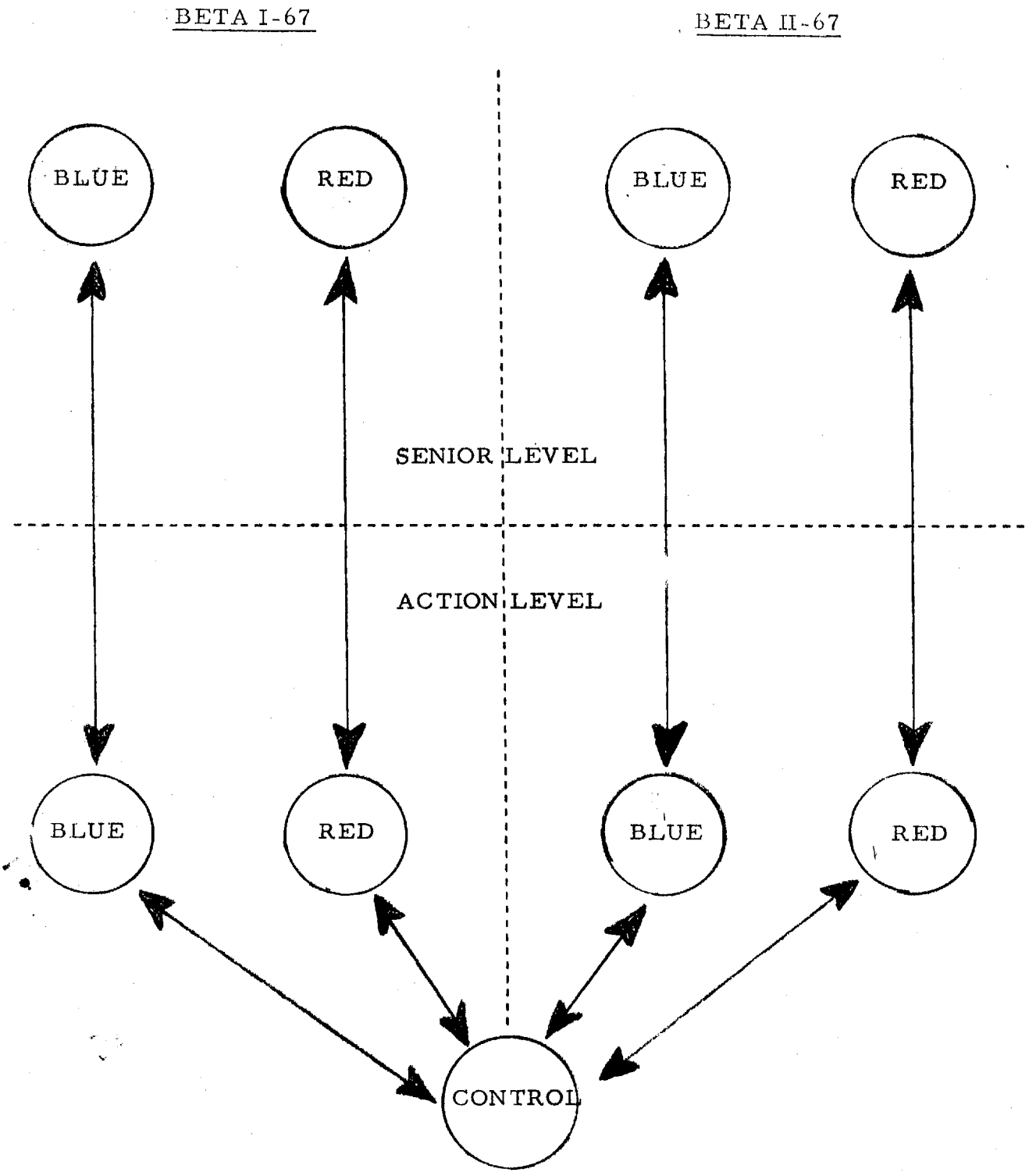
AGENCY	RED 1	BLUE 1	RED 2	BLUE 2	CONTROL	TOTALS
WHITE HOUSE	1	1	1			3
STATE	1	1	1	1	1	5
TREASURY		1			1	2
CIA	1	1	1	1	1	5
ACDA		1		1	1	3
USIA			1		1	2
OASD/ISA	1		1			2
OASD/SA				1	1	2
DDR&E	1	1				2
JCS	1(SAAC)1(J5)	1 (J-3)	1 (J-3)	1(SSG)1(J5)	1 (SSG)	7
ARMY		1				1
NAVY			1			1
AIR FORCE	1					1
MARINE CORPS				1		1
DIA	1			1		2
NSA			1		1	2
COMMANDS		1	1	1		3
CONSULTANTS	1	1	1	1	1 1	6
TOTALS	10	10	10	10	10	50

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5
Attachment #2

UNCLASSIFIED
Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

BETA I and II-67

GAME STRUCTURE



Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5
UNCLASSIFIED

Attachment #3

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

BETA I AND II-67

GAME SCHEDULE

APRIL 1967

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
17	18	19	20 Pre-Game Briefings 1000 - Red 1400 - Blue	21
24 Pre-Game Briefing 1000 - Control	25 Move I 0930-1730 action level 1400-1530 seniors	26	27 0930-1600 Control Meeting	28

MAY 1967

1	2 Move II 0930-1730 action level 1400-1530 seniors	3	4 0930-1600 Control Meeting	5
8	9 Move III 0930-1730 action level 1400-1530 seniors	10	11 0930-1600 Final Control Meeting	12
15	16 Critiques 1030-1200 action players 1400-1530 action & seniors	17	18	19

10 24 AM '67

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Attachment #4

Approved For Release 2008/04/06 : CIA-RDP80B01676R001600120009-5

SECRET - NOFORN

Executive Registry
67-1351

THE JOINT CHIEFS OF STAFF
WASHINGTON, D. C. 20301

15 MAR 1967

Dear Dick:

You are cordially invited to participate with me in BETA I and II-67, two politico-military games to be conducted concurrently between 20 April and 16 May 1967 in the Pentagon. Both games will deal with the subject of strategic weapons deployment by the United States and the Soviet Union and will focus particularly on problems associated with anti-ballistic missile systems. As usual, knowledgeable and responsible officials from all interested departments and commands will participate. There will be one senior meeting each week, between 1400 and 1530 hours, on the following Tuesdays: 25 April, 2 May, and 9 May. A final critique will be held between 1400 and 1530 hours on Tuesday, 16 May.

In addition to your own participation, I hope that you will provide your usual fine complement of key people to serve on both senior and action-level teams. The desired numbers of participants are indicated in the administrative enclosure which also contains detailed information regarding the game for use by your point of contact.

The Joint War Games Agency is prepared, at your convenience, to brief you on the purposes and scope of BETA I and II-67 and to obtain any suggestions you may wish to make in shaping this exercise.

This is the first senior-level, interagency game since the SIGMA exercise last September and I hope that it will be equally successful.

Sincerely,

Signed - Bus

EARLE G. WHEELER
Chairman
Joint Chiefs of Staff

Enclosure

The Honorable Richard M. Helms
Director, Central Intelligence Agency
Washington, D. C.

Approved For Release 2008/04/06 : CIA-RDP80B01676R001600120009-5

SECRET - NOFORN

Downgraded at 12 year intervals;
Not automatically declassified.

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

SECRET

Executive Registry
67-1386
DDP 7-1145
MPS-7-015

21 MAR 1967

MEMORANDUM FOR: Executive Director-Comptroller

VIA: Deputy Director for Plans

SUBJECT: Politico-Military Games - BETA I and II-67 (20 April - 16 May 1967)

1. This memorandum is for your information.

2. Subject games, to be conducted concurrently by the Joint War Games Agency, JCS (JWGA), are two senior-level games which will explore the implications of strategic weapons deployments by the United States and the Soviet Union with emphasis on anti-ballistic missile systems. The attached memoranda discuss the "Concept" and "Game Requirements".

3. As a participating agency, CIA will assist the JWGA in the preparatory phase by arranging disucssions with Agency officers and providing specified graphic and biographic data on foreign areas and personalities.

4. Content of the games suggests that the CIA group of players should include officers from DDP, DDI, and DDS&T. MPS/PSG will brief appropriate representatives of the respective Directorates and request the nomination of two senior and five action-level players.

5. MPS/PSG will coordinate all aspects of CIA participation in BETA I and II-67 and will provide continuing liaison with the JWGA. You will be kept advised of important developments.

25X1

Chief, Missions and Programs Staff

Attachment

(EXECUTIVE REGISTRY FILE C-1.10)

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

SECRET - NOFORN
Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

THE JOINT CHIEFS OF STAFF
WASHINGTON, D.C. 20301
JOINT WAR GAMES AGENCY
COLD WAR DIVISION

10 March 1967

MEMORANDUM FOR AGENCY OFFICIAL COORDINATING BETA I AND II-67

Subject: Game Requirements (U)

1. (S-NF) General. BETA I and II-67, two concurrent, senior-level, interagency, politico-military games, will be conducted in the Pentagon during the period 20 April to 16 May 1967. These games will explore implications of strategic weapons deployments by the United States and Soviet Union, with emphasis on anti-ballistic missile systems. This memorandum contains essential administrative information.

2. (S-NF) Team Structure. BETA I and II-67 game participants will be divided into four playing teams and a single control element. Each game will include a United States (Blue) and Soviet (Red) team which will be divided into senior and action-level components. Control will represent third nations, treaty organizations, fate, nature and other influencing factors.

3. (U) Player Nominations. Addressees are requested to nominate participants and confirm their TOP SECRET security clearances to the Cold War Division, Joint War Games Agency, by telephone prior to 10 April with written confirmation to reach this agency prior to 14 April 1967 (contact Lt Colonel Barber, USA, OXford 5-7683 or 7-9860). An allocation of spaces for action and senior-level teams and the control element is outlined in Attachments #1 and #2. Action-level players should be nominated from the rank of Lt Colonel/Commander to Major General/Rear Admiral (or civilian equivalents) who are highly knowledgeable on the subject indicated. Rank is secondary to expert knowledge.

GDS DIR 5
Downgraded at 12 year intervals;
Not automatically declassified.

SECRET - NOFORN
Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

4. (U) Schedule. Teams will meet according to the following schedule in locations indicated:

a. Action-level players.

(1) 1000 hours for Red Team members and 1400 hours for Blue Team members on 20 April, Room BC-942A, the Pentagon, for pre-game briefings.

(2) 0930-1730 hours on 25 April, 2 and 9 May, Room BC-942A, the Pentagon, for team deliberations.

(3) 1030-1200 and 1400-1530 hours on 16 May, Room 5C-1042, the Pentagon, for action and senior-level critiques.

b. Senior-level players.

(1) 1400-1530 hours on 25 April, 2 and 9 May, Room BC-942A, the Pentagon, for team deliberations. Guides will be available at the Pentagon River Entrance.

(2) 1400-1530 hours on 16 May, Room 5C-1042, the Pentagon for senior-level critique. Guides will be available at the Pentagon River Entrance.

c. Control players.

(1) 1000 hours on 24 April, Room BC-942A, the Pentagon, for pre-game briefing.

(2) 0930-1600 hours on 27 April, 4 and 11 May, Room BC 942A, the Pentagon, for control meetings.

(3) 1030-1200 and 1400-1530 hours on 16 May, Room 5C-1042, the Pentagon, for action and senior-level critiques.

5. (U) Pre-Game Research and Documentation.

a. Suggestions of operating officials in planning research, conducting interviews, and assuring that significant parts of the problem are explored are actively sought by the Joint War Games Agency. BETA project officers will contact your organization during the next few weeks to collect comments and suggestions along the following lines:

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

(1) Suggestions for reading -- studies, intelligence documents, reports, plans (both official and unofficial), books, magazines, and other pertinent source material.

(2) Suggestions on persons to be interviewed.

(3) Ideas for introduction into the initial scenario or for control use during the game, to enhance the interest level and overall value of the exercise.

b. A Fact Book, containing administrative details and background material relating to the games, will be distributed to each player a few days before the pre-game briefing.

6. (U) Security.

a. The titles of the games BETA I and II-67 are unclassified when mentioned without reference to the subject which is classified SECRET-NOFORN.

b. Game deliberations will be conducted at the TOP SECRET level.

7. (U) Contacts.

a. The game project officer, Lt Colonel Lyle E. Mann, USAF, OXford 5-3705, should be contacted on matters of game substance.

b. Player nominations and related questions should be directed to Lt Colonel Ransom E. Barber, USA, OXford 5-7683.

THOMAS J. McDONALD
Colonel, USA
Chief, Cold War Division

4 Attachments
1. BETA I & II-67 Senior Policy Teams (Tentative)
2. BETA I & II-67 Action-level Teams (Tentative)
3. Tentative Game Structure
4. Game Sched. Calendar

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

BETA I AND II-67
SENIOR POLICY TEAMS

AGENCY	RED 1	BLUE 1	RED 2	BLUE 2	TOTALS
WHITE HOUSE	1	1	1		3
STATE	1	1	1	1	4
TREASURY		1			1
CIA	1			1	2
ACDA		1		1	2
USIA			1		1
DEFENSE	1			1	2
OSD/ISA			1		1
OSD/SA				1	1
DDR&E	1				1
JCS	1(CJCS) 1(SAAC)	1(J-5)	1(J-3)	1(CJCS -SSG)	5
ARMY		1			1
NAVY			1		1
AIR FORCE	1				1
MARINE CORPS				1	1
DIA		1			1
NSA			1		1
COMMANDS		1	1	1	3
TOTALS	8	8	8	8	32

Attachment #1

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

BETA I AND II-67
ACTION-LEVEL TEAMS

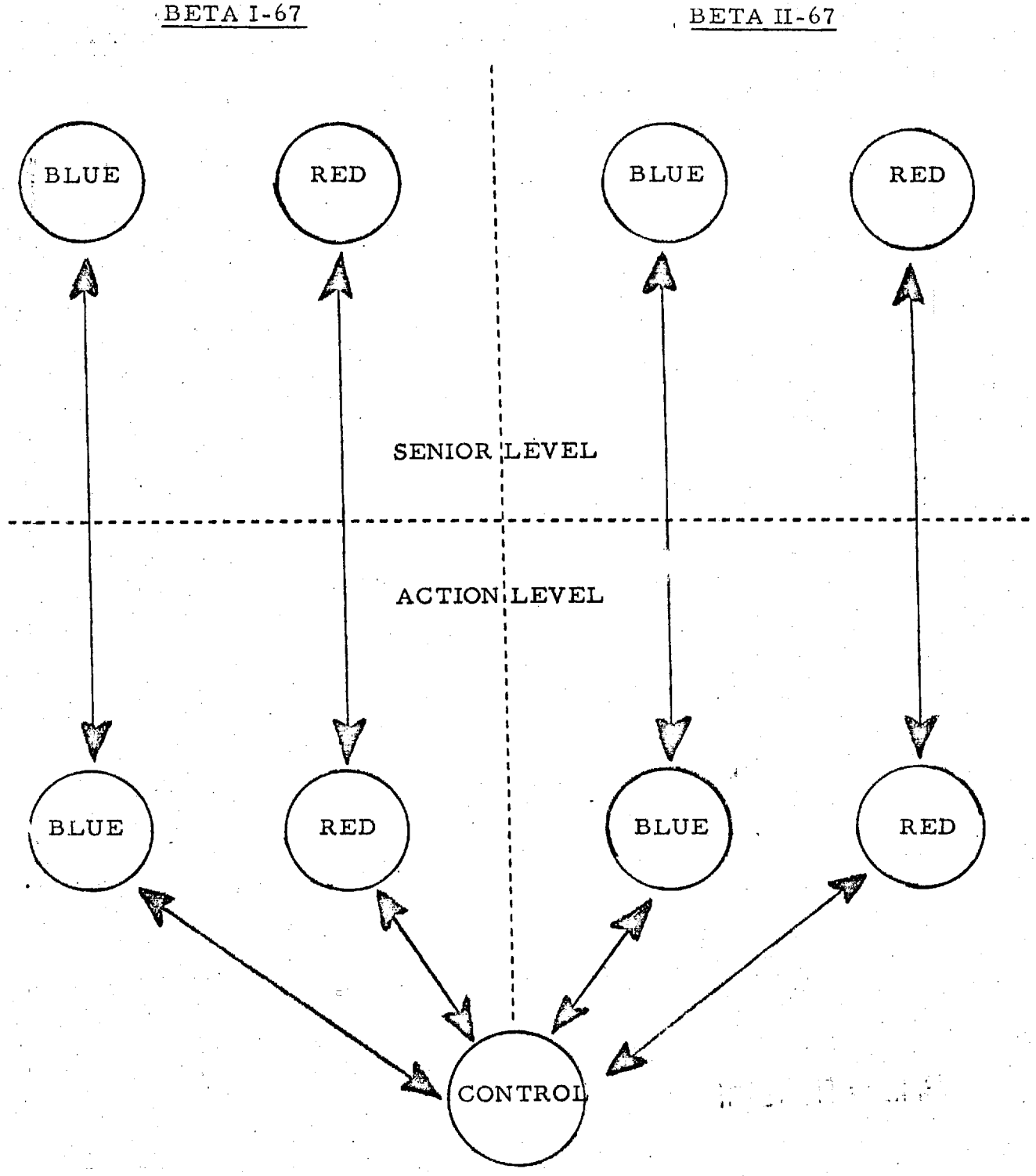
AGENCY	RED 1	BLUE 1	RED 2	BLUE 2	CONTROL	TOTALS
WHITE HOUSE	1	1	1			3
STATE	1	1	1	1	1	5
TREASURY		1			1	2
CIA	1	1	1	1	1	5
ACDA		1		1	1	3
USIA			1		1	2
OASD/ISA	1		1			2
OASD/SA				1	1	2
DDR&E	1	1				2
JCS	1(SAAC)1(J5)	1 (J-3)	1 (J-3)	1(SSG)1(J5)	1 (SSG)	7
ARMY		1				1
NAVY			1			1
AIR FORCE	1					1
MARINE CORPS				1		1
DIA	1			1		2
NSA			1		1	2
COMMANDS		1	1	1		3
CONSULTANTS	1	1	1	1	1 1	6
TOTALS	10	10	10	10	10	50

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5
Attachment #2

UNCLASSIFIED FOR OFFICIAL USE ONLY
Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

BETA I and II-67

GAME STRUCTURE



FOR OFFICIAL USE ONLY
Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5
UNCLASSIFIED

Attachment #3

FOR OFFICIAL USE ONLY
Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

BETA I AND II-67

GAME SCHEDULE

APRIL 1967

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
17	18	19	20 Pre-Game Briefings 1000 - Red 1400 - Blue	21
24 Pre-Game Briefing 1000 - Control	25 Move I 0930-1730 action level 1400-1530 seniors	26	27 0930-1600 Control Meeting	28

MAY 1967

1	2 Move II 0930-1730 action level 1400-1530 seniors	3	4 0930-1600 Control Meeting	5
8	9 Move III 0930-1730 action level 1400-1530 seniors	10	11 0930-1600 Final Control Meeting	12
15	16 Critiques 1030-1200 action players 1400-1530 action & seniors	17	18	19

MAR 21 10 54 AM '67

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5
FOR OFFICIAL USE ONLY

Attachment #4

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

SENDER WILL CHECK CLASSIFICATION TOP AND BOTTOM		
UNCLASSIFIED	CONFIDENTIAL	SECRET

CENTRAL INTELLIGENCE AGENCY

OFFICIAL ROUTING SLIP

TO	NAME AND ADDRESS	DATE	INITIALS
1	DD/P		
2	MPS/DDP		
3			
4			
5			
6			

	ACTION		DIRECT REPLY		PREPARE REPLY
	APPROVAL		DISPATCH		RECOMMENDATION
	COMMENT		FILE		RETURN
	CONCURRENCE		INFORMATION		SIGNATURE

Remarks:

1 - For information

2 - For preparation of a reply for the Director's signature.

SUSPENSE: 31 March

FOLD HERE TO RETURN TO SENDER

FROM: NAME, ADDRESS AND PHONE NO.	DATE
O/Executive Director [redacted]	21 Mar 67

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

UNCLASSIFIED	CONFIDENTIAL	SECRET

FORM NO. 237 Use previous editions (40)

STAT

☐ UNCLASSIFIED ☐ INTERNAL USE ONLY ☐ CONFIDENTIAL ☒ SECRET
Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5

ROUTING AND RECORD SHEET

SUBJECT: (Optional)

FROM:	EXTENSION	NO.
C/MPS Room 2C20		DATE 25X1

TO: (Officer designation, room number, and building)	D. RECEIVED	FORWARDED	OFFICER'S INITIALS	COMMENTS (Number each comment to show from whom to whom. Draw a line across column after each comment.)
1. DDP Room 3C2006	21 MAR 1967			25X1
2. Ex. Dir.-Compt. Room 7D59	3/22	21 MAR 3/28		
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				

Approved For Release 2003/05/06 : CIA-RDP80B01676R001600120009-5
FORM 3-62 610 USE PREVIOUS EDITIONS ☒ SECRET ☐ CONFIDENTIAL ☐ INTERNAL USE ONLY ☐ UNCLASSIFIED